

CHARACTER NAME	RACE	AGE	BACKGROUND	XP		
	EYES	HAIR	HEIGHT	WEIGHT		
WHAT I LOOK LIKE	STRENGTH		DEXTERITY		CONSTITUTION	
	BONUS	SAVE	BONUS	SAVE	BONUS	SAVE
MY CLASS	INTELLIGENCE		WISDOM		CHARISMA	
	BONUS	SAVE	BONUS	SAVE	BONUS	SAVE
LEVEL	PROFICIENCY		INSPIRATION		PASSIVE PERCEPTION	

1d20

ACROBATICS: I'm good at tumbling, flipping, and rolling.

ANIMAL HANDLING: Animals really like me

ARCANA: I know about magic, spells, and weird things

ATHLETICS: I'm good at running, jumping, and climbing

DECEPTION: I'm good at lying and playing tricks on people

HISTORY: I know about things that happened a long time ago

INSIGHT: I know how people feel and can tell when they're lying

INTIMIDATION: I'm good at scaring people!

INVESTIGATION: I can find clues and secrets

MEDICINE: I can help people when they're sick

NATURE: I know all about plants and animals

PERCEPTION: I'm good at finding and spotting things

PERFORMANCE: I'm good at putting on a show!

PERSUASION: I can get people to do what I want to do

RELIGION: I know about the gods and prayers

SLEIGHT OF HAND: I'm good at hiding things and taking things

STEALTH: I'm good at hiding and staying quiet

SURVIVAL: I can follow footprints and track animals

ARMOUR	INITIATIVE	SPEED
Hit Point Maximum		Temporary Hit Points
HIT DICE	DEATH SAVES	
Used	Total	SUCCESES
		FAILURES

NAME	ATK BONUS	DAMAGE
	1d20 +	
	1d20 +	
	1d20 +	
AMMUNITION		
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OTHER COMBAT STUFF

STUFF I CAN DO